



Developing Your Ideas

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Today:

- Questions to consider
- Discussion of your ideas
- Strategies for moving forward



Who am I?



- I'm a PhD Student in the Computing Department at Goldsmiths
- I'm making beginner-focused software for generating 3D human avatars
- I also make interactive and performance-based work about different topics related to gender and sexuality



The Big Question is:

What do you want to make?





You can make anything!





...but time is limited





Why I like games

connection · creativity · empathy

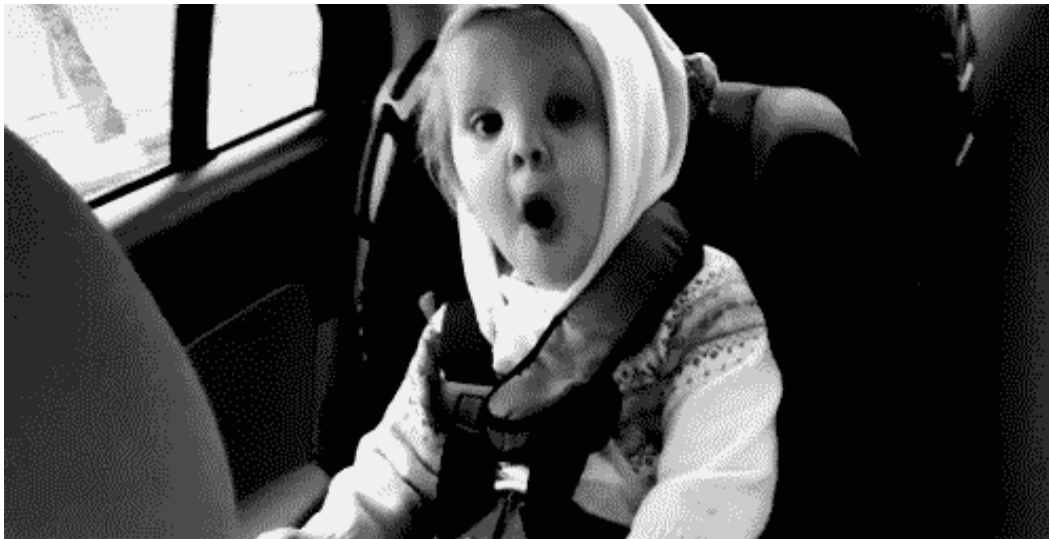


Three important questions:





What do you want your game to do?





What do you want to make people feel?





What do you want your game to look like?





So, you can't make **EVERYTHING** in the next month...





What do you need to have to communicate your idea?





Take 5 minutes, thinking about your game:

1. What do you want it to do?
2. What do you want to make people feel?
3. What do you want it to look or feel like?

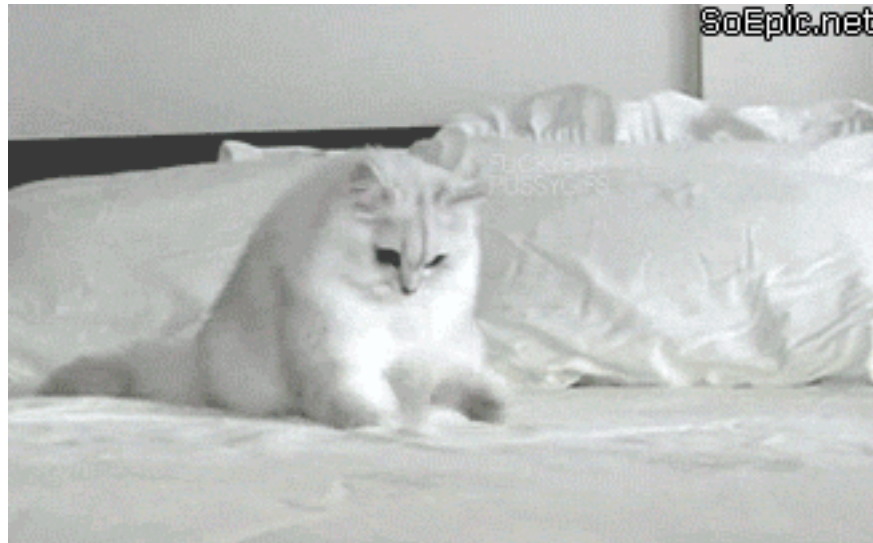


What skills do you have?





What skills do you need?





Working together lets you combine your skills!





But working alone can be cool too





Name two skills you have and one skill that you need to make your game





What's next?





Write/draw a storyboard of your idea





Keep talking about your idea





Thank you!

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